

MCCC NEWS

Mid-Cities Commodore Club, Inc.

May 86

Vol. 4

Issue 5

PROGRAMMER'S CORNER

by Bob Lawson, Librarian, Night Chapter

Well, it's time again to crank up our computers and delve a little deeper into the sprite phenomenon. Last month we discussed all the movement routines, collision detection, and sprite to background priorities. This month I'll show you how sprite to sprite priorities are determined, how to get more than one sprite on the screen, how to create multi-color sprites, and then how to employ everything we've discussed so far in this series into a cohesive workable program.

To fully understand everything I am about to discuss it would probably be easier for you to dig up a copy of the first article in this series and follow along with the chart. Rather than have you type a few lines of program source code and then read on a little further before typing any more, I have elected to place the complete program at the end of the article. So, although we will be discussing new techniques, the principles are basically a review of previous information.

One of the things I failed to mention to you is the fact that your C64 is capable of storing in memory more than 100 predefined sprites. I can't imagine anyone writing a program which uses that many sprites but, nevertheless, the capability is there. This sounds ominous until you start researching the matter and discover that only eight sprites can be displayed on the screen at any one time. And realistically, determining sprite priorities and positioning can be a nightmare with only eight to worry about. Look at your chart. The very first column has a series of numbers from 0 to 7. This is not only representative of the eight sprites which can be displayed, but is also representative of sprite priorities. A sprite which has been assigned a pointer lesser than another sprite will have priority over the sprite with a higher pointer. In simple terms, sprite 4 has priority over sprites 5, 6, and 7, and sprite 0 has priority over all the other 7 sprites. In other words, if sprite 0 and sprite 3 are trying to occupy the same space on your screen, sprite 0, having priority, will appear in front of sprite 3.

Displaying more than one sprite on the screen is as simple as adding the sprite values together for the sprites you wish to display and then POKEing the sum of those values into the V+21 register. If you wanted

to display sprites 1, 6, and 7 on the screen at the same time, you would POKE V+21,194 (the values 2+64+128). You would, of course, need to define your sprite, establish colors, and set your screen display locations.

Sprite to sprite collision detection is handled exactly like sprite to background collision detection. You would need to PEEK the V+30 register, however, instead of the V+31 register.

Multi-color sprites are defined differently, however. Recall how you defined a sprite in our first article using a sheet of graph paper. For every space filled in, a corresponding dot on the screen was turned on. This is not the case if you POKE V+28 with a sprite value. This turns on multi-color mode for that sprite and each space on the graph, irrespective of whether shaded or not is representative of a color. Unlike normal sprites which can display only two colors (the color defined for the sprite and the background color), multi-color can display 4 different colors. Look at your graph paper and picture the following. Starting from the left side of your definition area shade in the first and every-other-space across the top row of your graph. Do the same thing with row 2 on your graph. On rows 3 and 4 leave all spaces blank. On rows 5 and 6 skip the first space and then shade in the second and every-other-space across the graph. On rows 7 and 8 leave all spaces blank. And finally, on rows 9 and 10 shade in every space. Figure your values for the sprite and substitute those values in the data statements for the first sprite we created.

ATTENTION

Cardco + G Owners

A new ROM chip to speed up hi-res graphics printing by approximately 1500% is available for \$13.00 in quantity orders. If you are interested, contact Ray Montoro at (817) 460-0245.


```

127 DATA0,0,0,0,0,0,255,255,192,
    127,255,224,63,255,240,31,
    255,248,15,255,252,7
128 DATA255,254,3,255,255
130 REM **SPRITE SIX
131 DATA128,0,0,192,0,0,224,0,
    0,240,0,0,248,0,0,252,0,0,
    252,0,0,252,0,0,252,0,0
132 DATA252,0,0,252,0,0,252,0,
    0,252,0,0,252,0,0,252,0,0,
    124,0,0,60,0,0,28,0,0
133 DATA12,0,0,4,0,0,0,0,0

```



Well, enough hoopla for this session. As you are beginning to realize, creating sprites, even the simplistic kinds can be very time consuming and complicated. I reiterate, though, being able to create things even an artist can't is very rewarding. Next month we'll explore animation. And then everyone in the club can start enjoying the flood of new programs into the public domain library. Right? Until next month, HAPPY PROGRAMMING.

LABEL/DIRECTORIES MCCC #276

have

```

*****
# TINY DIRECTORY    MULTI-LABEL    DHS-B&U COND DL6 #
# SHORT DIR        LABEL & LOAD    GEM+TYM 2-3    #
# 1525 DIR PRINT    DISK LABEL MAKER 3-COL DIR PRINT #
# GEMINI 3 COL      SUPER DIRECTORY FAST 2-5 COL    #
# CAT MASTER        CAT MASTER (GEM) GEM IB 2 COL    #
# NEW DIR           3 COL GVERT     GEMTY IB 3COL 12 #
# LABEL PRINTER     MCM DISK CAT     GEMTY IB 3COL 15 #
# GEMINI/TYNAC DIR  MCM DIR          GEMTY IB3 LH    #
# DIRECTORY PRT     GEM TINY 2 COL   GEMTY IB3 TH    #
# 1526/802          DIR PRINT 2-5    GEMTY IB3 MH    #
# BRUCE'S LABEL MA  COND GEM 2-5     OKIDATA DIR PRNT #
# PRINT LABELS      GEM-TYM 2-5      GEM-TYM 2-5 DS    #
# BRUCE'S PROG LAB  GEM/TYM TNY ENV  #
*****
188 BLOCKS FREE

```

MCCC-FWNC-MG*M MCCC #278

```

*****
# BOOT             M3             65             #
# LOADER!          M4             66             #
# MENU             M5             HESNO-AUTOTERM #
# T1               M6             HESNO-AT1      #
# T2               M7             SIMPLE/TERM1650 #
# T3               M8             AVT.ML1        #
# T4               M9             AVT.ML2        #
# T5               G1             GRAPHER        #
# T6               G2             256 COLORS/DEMO #
# M1               G3             SCROLLER/DEMO  #
# M2               G4             #
*****
107 BLOCKS FREE

```

LIBRARY NEWS by Tony Velez

Automatic Menu Maker: Now you can put a menu on all your program disks without spending the entire afternoon typing in the names of the programs in a regular menu program

This Auto-Menu Generator was written by John Kiowski, the son of one of our MCCC members, Nita Kiowski. I can assure you that you will save time and a lot of trouble (if you type with one finger like I do) by using this Auto-Menu Generator on your disks with programs that don't require a 8,1 to load. If your programs do need to be loaded with a 8,1 you can still use it, however, you will need to add a line for each program that uses the 8,1. More on this later.

To make a menu for your disk you will need 3 programs.

- 1-Menu Generator.: MCCC Disk# 283
- 2-Menuform: MCCC Disk# 283
- 3-DA V3.0.WOW: MCCC Disk# 337

Load and run Menu Generator. This program is fully prompted to be user friendly. You should not have any problems, however, there are a few things you need to be aware of. First, this menu will not load and run sequential files. Second, if your programs are loaded by a boot program, only include the boot program in the menu. After the menu generator is complete you must save the menu to the disk. Now you are just about finished. The last thing you need to do is to move the menu program to the top of the directory. You can move the menu there with the directory assistance program (DA V3.0.WOW).

If there are any programs that require a 8,1 to load do the following:

Load the menu you just completed and list it. You will find the programs listed as follows:

```

320 TB$(1)="filename" TB$(1)="filename"
330 TB$(2)="program"

```

Add the following line to each program that must be loaded as a machine language program.

TY(prg number)=s number)=sys number of ML program
The lines should look like this:

```

320 TB$(1)="filename"
325 TY(1)=49152
330 TB$(2)="program"
335 TY(2)=37889

```

Don't forget to save your finished menu to your disk.



AMIGA CONTROL SEQUENCES

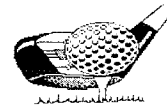
by David Campbell

The following is a summary of the control sequences recognized by the standard CONSOLE device. Many of these are standard ISO/ANSI sequences. Extensions have been added to generate report sequences for special Amiga hardware.

	ASCII Char.	Keyboard Dec.	Generation	Meaning
BACKSPACE	BS	8		↑H Move left one column
LINE FEED	LF	10		↑J Move down one text line as specified by mode function below
VERTICAL TAB	VT	11		↑K Move up one text line
FORM FEED	FF	12		↑L Clear the console's screen
CARRIAGE RETURN	CR	13		↑M Move to first column
SHIFT OUT	SO	14		↑N Set most significant bit of each character before displaying
SHIFT IN	SI	15		↑O Undo SHIFT OUT
ESCAPE	ESC	27		↑[Can be part of be part of the control sequence introducer (CSI)
RIS	E			Reset to initial state
CSI	ESC [	27 9		↑[[Control sequence introducer
CSI (short form)		155		

The following control sequences are initiated by a CSI (either the long form or the short form will do). Wherever there is a Pn, substitute an ASCII numeric string (e.g. -- 49 50 for 12). In most sequences, this implies Pn repetitions of the sequence. If the Pn parameters are omitted, the sequence will usually default to one repetition. Pl;Pc is a line/column parameter string. Note that the separator is an ASCII semi-colon (decimal 59).

	[CSI]Pn	Insert character
CUU	[CSI]PnA	Cursor up
CUD	[CSI]PnB	Cursor down
CUF	[CSI]PnC	Cursor forward (right)
CUB	[CSI]PnD	Cursor backward (left)
NEL	[CSI]PnE	Next line (to column 1)
	[CSI]PnF	Preceding line (to column 1)
CUP	[CSI]Pl;PcH	Cursor position (default is home)
ED	[CSI]J	Erase in display (from cursor to end of screen)
EL	[CSI]K	Erase in line (from cursor to end of line)
IL	[CSI]L	Insert line (above the line containing cursor)
DL	[CSI]M	Delete line (remove current line, move all lines up to to fill the gap, blank bottom line)
DCH	[CSI]PnP	Delete character (that cursor is sitting in and to the right if right if Pn is specified)
	[CSI]PnS	Scroll up up (remove line(s) from top of screen, move all other lines down, blank bottom lines)
	[CSI]PnT	Scroll down (remove line(s) from bottom of screen, move all other lines up, blank top lines)
SM	[CSI]20h	Set mode LF = RETURN/LINEFEED
RM	[CSI]20l	Reset mode LF = LINEFEED only
SGR	[CSI]Ps;Pf;Pb	Select graphic rendition
	Ps (style) =	
	0 P Plain text (reset)	
	1 Bold-face	
	3 Italic	
	4 Underscore	
	7 Inverse-video	
	Pf (Foreground color) =	
	30-37 selecting system; colors 0-7 for foreground as two ASCII characters	
	Pb (Background color) =	
	40-47 selecting system; colors 0-7 for background as two ASCII characters	
DSR	ESCn	Device status report (cause console to insert into your read-stream a cursor position report)



NEW SOFTWARE REVIEWS



MCCC NEWS REVIEWS THE LATEST SOFTWARE
COURTESY OF BABBAGE'S AND FEDERATED



INFILTRATOR by Barbara Cramer

Straight out of an Ian Flemming adventure, Captain Johnny "Jimbo-Baby" McGibbitts, AKA The Infiltrator, is summoned to save the world from destruction in one of a new series of 'you are there' graphic adventures from Mindscape. A cross between (a simplified) Flight Simulator and Heart of Africa, you are offered control of the attack chopper from the driver's seat while in the air and physical control of the character when on the ground. This provides an interesting mixture of two styles of game play in each of the three missions you will undertake.

Your first problem will be to learn the intricacies of flying the Gizmo DHX-1 Attack Chopper. While obvious maneuvers are controlled by the joystick, don't travel far from your keyboard. A wealth of functions is only a fingertip away. Arming missiles, flares and other weapon systems is a must before attempting their use. Ignition and turbo boosters are also accessed from the keyboard. On board the chopper is a computer which will give you vital tactical information as well as aiding you in arriving at the proper destination through the use of the ADF, Automatic Direction Finder. Communication with other aircraft will also be necessary from the keyboard.

Having successfully eliminated hostile aircraft, you must arrive at your destination and land the helicopter. You will then feel a little more at home on the ground and proceed to complete your mission with the help of supplies and found objects, sleeping gas, forged papers, explosives, a camera, mine detector, etc. Enemy guards, land mines and a mission timer will all do their part to make it fun to succeed, and, each mission is more difficult than the last.

I was extremely pleased with the graphics and sound effects used throughout the game. Attention has been paid to subtle details and the graphics are attractive and easily understood. I was especially pleased to see that the game did not play exactly the same after each crash. The game is kept fresh by a sense of humor as well as a variety of experiences. You may also save a game in progress and not waste replaying parts you have mastered.

Infiltrator is an excellent game with more than the usual software value for your

dollar. It is not the type of game, however, that will appeal to everyone. Because of the real life simulations, it will not be mastered as easily as arcade type games and may lose the interest of less dedicated followers. This same characteristic becomes an advantage, however, to the game player who likes an involved series of physical and mental challenges. It will not soon become 'old' and may provide puzzles and challenges beyond the limit of the average (adult) game player. I fully expect kids will like it and master it much faster than I did.

CARDWARE by Barbara Cramer

Thoughtware, Inc. has created a sequel to their Jingle Disk which appeared last Christmas. It is an "animated birthday greeting disk and all occasion card maker".

Like its forerunner, it includes an animated musical story which includes several screens of hi-res graphics although limited to 4 colors. It also includes the familiar section where you may print one of 3 full size or 5 quarter size graphics including your own personalized message. You may even add the necessary name and age information and personalize a disk to send to your friends. (Be sure to check the list of supported printers before purchasing.)

On the whole Cardware is a good program for the suggested \$9.95 retail price. It does not, however, give you the flexibility to create all occasion cards as PrintShop or Printmaster.

Promised in April/May are two more sequels. They are Heartware, "heart warming greeting disk and love note maker", and Partyware, "design kit for party paraphernalia".

ANNOUNCING...

In addition to Roger Hoggard's regular repair and maintenance work,

SOF-TEX

services are now available through

SOF-TEX
281-2608

9 AM - 9 PM, MON.-SAT.



SOFTWARE TERMINAL

3014 ALTA MERE (HWY. 183)

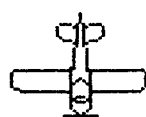
244-4150

10 AM - 6 PM, MON.-SAT.

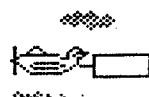
PRINT SHOP GRAPHICS MCCC # 279

For Non-Commodore Printers

Collected by the Catalina Commodore Computer Club



AIRPLANE



AIRPLANE 2



ANGEL



ARCH



BALLOON



BALLOON2



BALLOON3

BANNER
BIRDBANNER
BOYBASEBALL
BOYBBS LOGO
P/S

BEAR



BOAT



BOBCAT

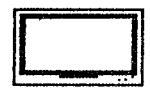


BOWLING

BOWLING



BUTTERFLY



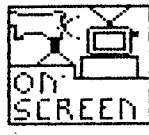
C-1702



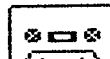
C-64/1702



C/EYES

CAMERA/
SCREEN

CAR



CASSETTE



CG/EYES



CHURCH 2



COMPUTER



CONTEMPO



CROSS 1



CROSS 2



CROWN



D/WINDMILL



DERRICK

DRAWING
TABLE

DRUMS



EAGLE

EASTER
RABBIT

FALL



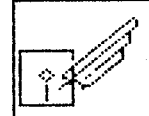
FISH



FLAPPER



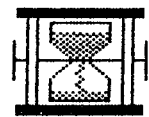
FLOWER 2

FLYING
DISK

GRAPHICS



GUITAR

HOOVER
DAM

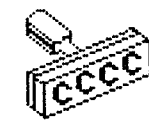
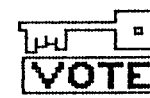
HOURGLASS



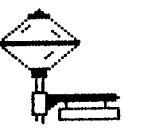
JOYSTICK

L/C
SAVE-FUN

L/EYES

L/HAND
STAMP

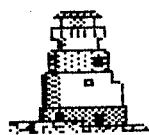
L/KEY

L/STAMP
CCCC

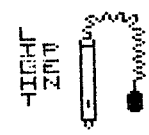
LAMP



LG/EYES

LIGHTED
BUOY

LIGHTHOUSE



LIGHTPEN



LOGO #1



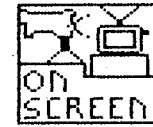
LUV

MAY/LILY
OF VAL

MOUSE



MOUSE/2

NYBBLES &
BYTESON SCREEN
LOGO

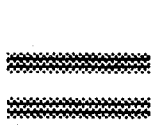
PAC MAN



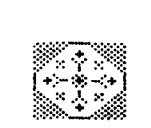
PATTERN 1



PATTERN 2



PATTERN 3



PATTERN 4



PATTERN 5



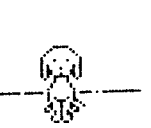
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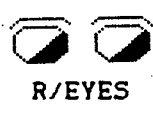
PHONE 2



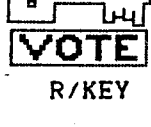
PICNIC!

PLAY BOY
BUNNYPLAY BOY
BUNNY3PLUS
DESIGN 1

PUPPY

R-COMPUTER
-REMR/C LOAD
-DDD

R/EYES



R/KEY

R/STAMP
1985

REINDEER



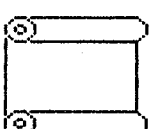
REINDEER 2



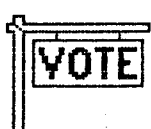
RG/EYES



ROCKET



SCROLL



SIGN



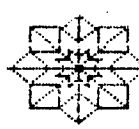
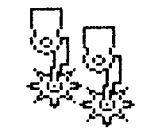
SKYLINE



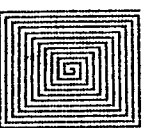
SLATE



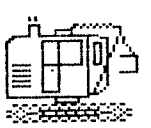
SNOOPY

SNOW FLAKE
1SNOW FLAKE
2SNOW FLAKE
3SNOW FLAKE
9

SPURS/2



SQUARE

STEAM
SHOVEL

STOP SIGN



SUN



SYNTH



TOAD



TRACK HOE

TRACK
LOADER

UFO

WEDDING!
WEDDING

WELCOME



WINGS



WOLF



WOLF1

... LOOK ... LOOK ...

THE PICTURES HERE HAVE COME FROM A VARIETY OF USER GROUPS AROUND THE COUNTRY. OTHER THAN OUR IN-HOUSE TALENT BY MARV LOSSING & GEORGE POPE CONTRIBUTORS LIKE CTUG OF ORANGE COUNTY, BARB CRAMER OF MCCC IN TEXAS, AND SPUG, IN SPRINGFIELD IL, WE WOULD TO CREDIT ALL BY NAME BUT LACK DATA ON MOST OF THEM. WHATEVER - THANK YOU ALL.

WORD CHALLENGE

by Barbara Cramer

Word Challenge is a word game modeled after the Parker Brother's game of Boggle. Be aware that Superman will not fly out of your monitor, aliens will not capture your eldest child and you will not be required to save the universe from total destruction. Word Challenge will present you with LEX, an electronic opponent of uncanny skill and intelligence, and will ask you to exercise that often overlooked area of enjoyment, your mind.

The object of Word Challenge is to compete against Lex finding hidden words in a grid of letters. The player who accumulates the most points is the winner. Words must be at least 3 letters in length and letters are selected at random so the possibilities seem endless.

All the work of scoring is done automatically for you at the end of a timed round. The computer keeps track of game and match totals as well as checking entries against a reference dictionary of 90,000 words. All you need to do is relax and enjoy the fun.

When you tire playing the standard game, there's still more to discover. The game may be altered from the options menu giving you a large number of variations. First of all, Lex's intelligence has a range of 26 difficulty settings making this game fun for children as well as PhD.'s. The competition mode allows you to reproduce a square you have already played and may be used when two or more players wish to compete. (The Scorekeeper becomes the referee.) You may wish to change the grid size from 4 X 4 to 3 X 3 or 5 X 5. You may choose between 5 methods of scoring and even enter the letters in the grid manually. Feel rushed? Set the timer to whatever value you wish or signal the scorekeeper to end the round when your ideas are exhausted.

Word Challenge is the type of game that becomes addictive. The educational values are obvious although I played it because it was fun, not because it was good for me! I predict that it will be one of the few games on your shelf that will remain fresh and exciting no matter how many times it is played.



MOVING?

Don't miss a single issue of the MCCC NEWS. Fill out this form & mail to Harold Williams, MCCC Sec., P.O. Box 1578, Bedford, TX 76021.

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

ON-LINE

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LabLink: Telecommunications can provide progressive companies with an innovative means to attract potential customers; firms can create their own bulletin boards to reach large audiences and furnish them with information of a scope and timeliness that no other means of communications can offer. Add the enticement of an 800 number and you have a real winner. That's exactly what Mallinckrodt, Inc. has done. Based in St. Louis, MO, this purveyor of industrial and laboratory chemicals has gone on-line with a bulletin board about its products. The service is called LabLink. In addition to a product catalog, LabLink offers an extensive database on the chemical properties of many items, as well as safety and waste disposal info. Even if you don't work in a laboratory, many of the chemicals are found in products around the home or shop. Facts on safe handling, storage, clean up, and first aid measures for these substances should therefore be of value to most of us.

LabLink can be reached at 800-LAB-LINK, a cute and memorable number that translates to 800-522-5465 for automodems that don't dial letters (that's just about all of them). There are no sign-up charges or connect fees. The system runs at 300 or 1200 baud. Use full duplex, 8 bit word size, no parity, and 1 stop bit. Enter "lablink" at the log-in prompt and use the password "quality". You will then see a date/time statement, followed by system set-up remarks and a welcome message. The message includes a graphic alpha display of the name LABLINK (a giant letter L is composed from lots of little L's, etc.) However, this display, and everything else sent to you, is formatted for an 80 column screen. Next, you are told of the three user functions available, price/catalog information, data on safety/waste disposal, or message posting. Before you can proceed, however, you'll be prompted for your name, company, street address, city, state, zip code and phone number. Don't use commas; omit special characters from your phone number.

The main menu is a simple 4 element list. CATALOG gets you product pricing data; SAFETY reveals safety/waste disposal info; MSG lets you leave a message; BYE exits LabLink. A lower case single letter abbreviation can be entered as a menu response. Navigating the system is simple enough that there are no expert or command modes--just a tree of short and shallow menus. If you enter "c" (for CATALOG), there appears a sub-menu query that permits you to search for a product by name (alpha) or code. For instance, I performed an alpha search for the scoop on hydrochloric acid. The system then unveiled a slate of 14 matching entries. Each entry identified a

variant product name (e.g., Hydrochloric Acid Diluted N.F.) and its corresponding Mallinckrodt code (e.g. H168). Be sure to take note of the code because you must enter it at the next prompt to view the relevant data. After entering the code, you are prompted to "Position paper at top of page and type RETURN." Disregard the printer reference; just hit RETURN to see the catalog data table.

The catalog data table consists of paginated screens of information. Presented are DOT (Department of Transportation) class (e.g., Corrosive Liquid), appearance, product odor and normality, along with container descriptions (e.g. 1 and 4 liter bottles). At this point you can enter a code for the next product, or exit to the main menu.

The heart of LabLink is the SAFETY item of the main menu. A submenu once again enables an alpha or code search. Armed with a hydrochloric acid 0.2 normal code H163, I ran the search and was amazed at the comprehensive data that LabLink streamed forth. A general preamble heralds seven different sections of information, all on the one product selected. Be sure to promptly open your capture buffer because you cannot skip around from section to section once the display gets rolling. Standard Control-S and Control-Q signals will pause and resume the display, though. The preamble includes the company's emergency contact (address and phone number), effective date, product synonyms (e.g., muriatic acid), chemical formula, molecular weight, hazardous ingredients, precautionary info, emergency first aid procedures, and DOT class. Seven detailed sections follow this general introduction.

The first section covers physical data: appearance, odor, solubility, boiling and melting points, specific gravity, density, vapor density, vapor pressure, and evaporation rate. Section two pertains to fire and explosion information, including extinguishing media and any special protective measures needed. The third section addresses reactivity data: stability, hazardous decomposition and polymerization products, and incompatibilities. The fourth section talks to managing leaks and spills, such as how to contain and clean the mess. Health hazard facts are covered by the fifth section. Here we see the symptoms of inhalation, ingestion, skin contact, eye contact, along with the scoop on chronic exposure and aggravation of pre-existing conditions--not pretty stuff, but good to know. In addition, specific first aid measures are recommended for inhalation, ingestion and skin/eye exposure. Toxicity data references round out the section.

Section six discloses facts on occupational control measures: exposure limits set by OSHA, ventilation systems needed, as well as recommended protection for skin and eyes. The seventh, and final section, pertains to storage and special data like the kind of containers needed and suggested ambient storage temperatures.

LabLink's database is truly extensive

and impressive. Almost as extensive and impressive is its trailing disclaimer. Seeking to avoid liability, the firm proclaims its good faith effort as to data veracity, but disavows warranties, or responsibility for damages resulting from losses based on reliance upon the data shown. LabLink cautions you to use good judgement--sound advice for stuff on any on-line service.

To conclude your session on LabLink, enter BYE at the main menu. This will not disconnect you, but will return you instead to the opening id/password prompts; you'll have to manually hang up.

All in all, I applaud Mallinckrodt's LabLink database. Their system is easy to use, readily accessible, yet comprehensive. The information should be of value not only to the lab professional, but also to the chemistry student and, for that matter, anyone who wants to bone up on safety/first aid measures for a great number of substances likely to be encountered around the home or shop."



STARTEXT NEWS

by Gerry Barker

What you have read about, heard about and asked about ever since it was announced last June is now here and available. InterFirst/STARTEXT HomeBanking was officially launched April 8, 1986.

Even though HomeBanking is now available, it will be several weeks before any public announcements are made, so you will be the FIRST to enjoy this exciting new service.

Newcomers to STARTEXT can sample HomeBanking by typing "HOMEBANK" at any request line. If you pick the "BANK" option at the main menu, simply press your return key twice at the ID and PIN prompts and you can simulate paying bills. There are also areas for requesting more information or for signing up.

Keep in mind HomeBanking is slower than other STARTEXT services because of all the things it has to do, so an occasional pause can be expected.

The April issue of INK is devoted to answering questions regarding HomeBanking and contains a flow chart showing all the options available. Subscriber Ray Quay also offers additional info in his "COTTAGE" and "BANKINFO" columns.

....Susan was at the Fort Worth chapter of the Mid-Cities Commodore Club meeting last Saturday to show off HomeBanking, and remarked on how warm and friendly everyone was. Thanks for making her feel welcome!

Ed. Note: MCCC members of Startext are encouraged to verify their user group affiliation by using the keyword "FWUG". We are cooperating with Startext to form an accurate list of members who enjoy Startext services to be used by both Startext and the MCCC.

CHAPTER NEWS

AMIGA CHAPTER

At the Amiga Chapter on May 13, MicroBotics of Dallas will demonstrate a new hard disk for the Amiga. Also, Scott Lamb, noted software developer for the c-64, will speak on programming Amiga graphics.

New, faster Amiga DOS 1.2 will be released soon. Amiga software developers now have Beta copies to work with.-David Campbell

GRAND PRAIRIE

Our thanks go to Joe Anderson for his excellent demonstration of the high resolution graphics of the C-128 at our April Saturday meeting. We also want to again thank the ladies for making the chapter meetings more informative. The turnout of members has been increasing and we expect a 10 percent growth of new members each meeting.

The program for the Saturday, May 10 meeting will demonstrate the features of the NEWSROOM program from Springboard Software. See you all there.-Kate & Frank Corlett

FORT WORTH NIGHT

At the April meeting of the Fort Worth Night Chapter, Phil Reynolds gave a superb demonstration on modifying and caring for 1541 Disk Drive. Walter Miller Video taped it for future viewing.

The May 19th meeting will feature Owen Boy demonstrating some footstomping music with MIDI software and the AK-80 synthesizer. As usual the meeting will be at the St. Elizabeth's Episcopal Church, 5910 Black Oak Lane in River Oaks.-Clay Sutton

MACHO GAMES MCCC #280

BOOT1	RAINDROPS	STEP9
BOOT2	SATISFACTION	CLAPPER
BOOT3	STAR WARS	CLOUD1
SYS DATA!	MEMORIES	CLOUD2
MENU	MASH THEME	CLOUD3
MU1	RIVER KWAI	RAIN1
MU2	MACHO MATH	RAIN2
MU4	CLUB1	RAIN3
MU5	CLUB2	SIGN1
MU6	BIRD2	SIGN2
MU7	BIRD3	STRENGTH3
TIC-TAC-FOUR	BIRD4	STRENGTH1
CRIB1	STEP5	STRENGTH2
MILD FLOWER	STEP6	

217 BLOCKS FREE

FORT WORTH

Bob Krause will present a two part program: Grading system software for teachers and the Voice Messenger, a hardware device that synthesizes speech. The meeting will be held May 10, 1:30 PM, GDRA, Room 2.-Jill and Gary Campbell

ARLINGTON CHAPTER

Come to the May meeting of the Arlington Chapter and see why the home computer is rapidly becoming a home appliance. Gary Barker will present a program on America's #1 electronic newspaper, Startext, and Jill Gunter of the Interfirst Bank will tell us all about electronic banking. The meeting will be at the usual place and time: the Community Center in Vandergriff Park at 9 AM, May 10.-Jonathan Riba

SPRITE TEST MCCC #282

VIEWER	SCOTTY	PANSTES
TITLE	BOOT	BALLOONS
DOVE	PANDA	VROSE
AMIGA	MOUSE	RED SOCK
RADIO	SANTA3	BLUEBIRD
ROSE	BEAR	GOOSE
MOONCAT	SHEEP	OWL
NITEOWL3	CUPID	NITEOWL
OWL2	GIRL/GIFT	S6
OWL6	CANDLE	PENG.CANE
BLANKER	SANTA/WAVE	FAWN
PUMPKINS2	BELLS	PENG.BELL
CANE	GARIO	PENG.CANDLE
ROCKER	HEARTS	

431 BLOCKS FREE

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CLUB INFORMATION

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

Material printed in the MCCC NEWS is not copyrighted unless so noted. Articles may be reprinted by other user groups or individuals who find it helpful. We only ask that proper credit is given to the author and the MCCC as the source.

The MCCC NEWS accepts advertising from both members and from commercial establishments. Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows:

\$60.00 per full page ad, \$30.00 per half page ad, \$20.00 per quarter page ad and \$10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P.O. 1578, Bedford, TX 76021.



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MEET INGS

May 3 Board Meeting, 10 AM
Western Hills Inn

May 10 ARLINGTON CHAPTER, 9 AM
Arlington Community Center

FT. WORTH CHAPTER, 1:30 PM
Gen. Dyn. Rec. Area, Rm. 2

GRAND PRAIRIE CHAPTER, 1:30 PM
G. P. Public Library

May 13 AMIGA CHAPTER, 7 PM
Arlington Community Center

May 17 HEB CHAPTER, 1:30 PM
Brookside Recreation Center
NEWSLETTER DEADLINE

May 19 FT. WORTH NIGHT CHAPTER, 7 PM
St. Elizabeth Episcopal Church

May 20 GRAND PRAIRIE CHAPTER, 6:30 PM
G. P. Public Library

June 7 BOARD Meeting, 10 AM
Western Hills Inn



May 1986

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3 Board Mtg. 10 am
4	5	6	7	8	9	10 Arlngtn F/W Gnd Pr.
11	12	13 Amiga 7 pm	14	15	16	17
18	19 F/W Night 7 pm	20 Grand Prairie 6:30 pm	21	22	23	24
25	26	27	28	29	30	31
1 June	2	3	4	5	6	7 Board Mtg. 10 am
8	9	10	11	12	13	14 Arlngtn F/W Gnd Pr.

MCCC NEWS

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